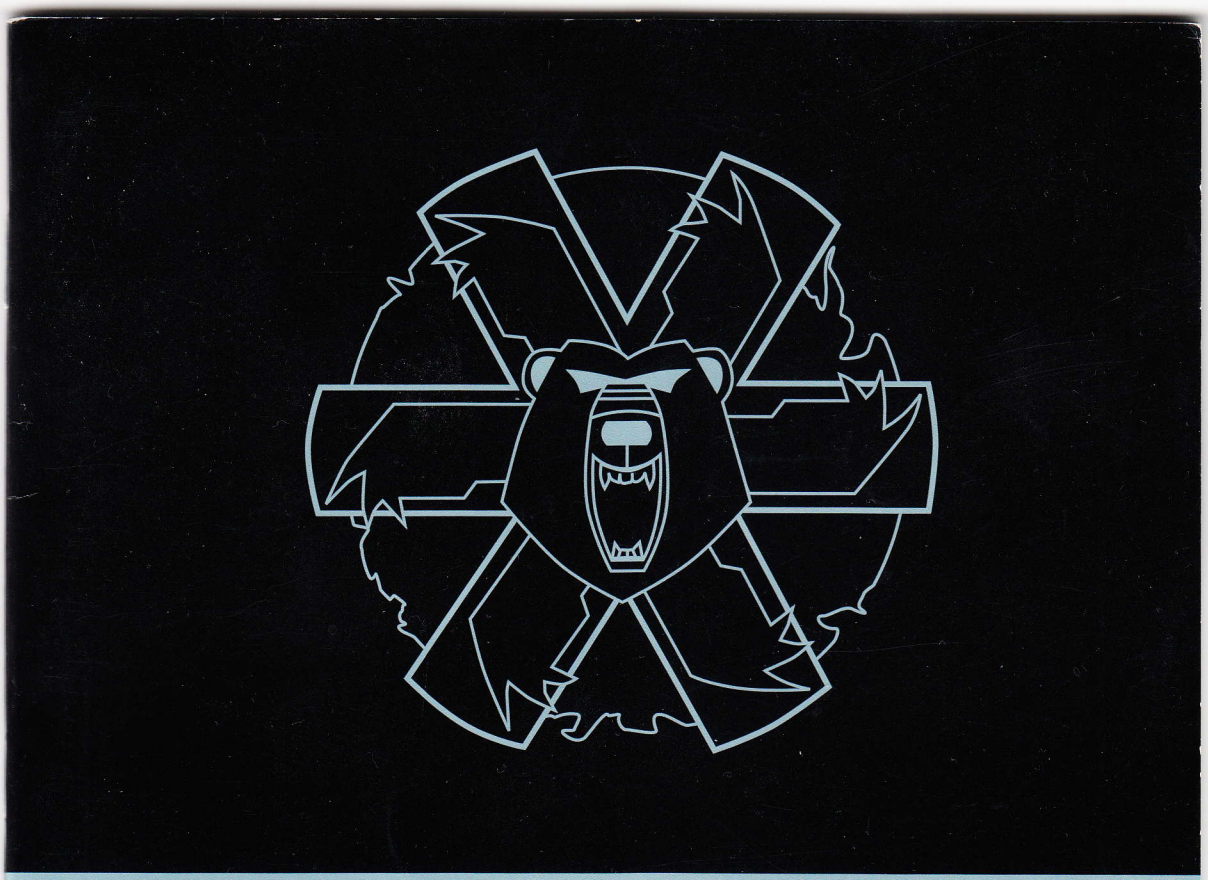

Clan Ghost Bear

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Minimum System Requirement
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Selecting a 'Mech . . . . . .
New Weapon Systems . . . . . .
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INSTALLATION

MINIMUM SYSTEM REQUIREMENTS

- MechWarrior 2 CD-ROM
- IBM PC or 100% compatible
- 486DX2/66 MHz processor
- 8 MB RAM (7 MB of free extended memory)
- Double-speed CD-ROM drive (300K/sec transfer rate)
- Hard disk drive with 45 MB of uncompressed space available
- VESA Local Bus (VLB) or PCI video
- 256 color SVGA (640 x 480)
- MS-DOS 6.0
- 100% Microsoft®-compatible mouse and driver
- 100% Sound Blaster-compatible sound card (digital and FM/MIDI audio)
- Dedicated game card highly recommended for joystick

SUPPORTED SOUND DEVICES

Creative Labs Sound Blaster Basic, Pro, 16 and AWE 32; Media Vision Pro Audio Spectrum Basic, Plus and 16; Gravis Ultrasound; Ensoniq Soundscape; Roland MT-32; General MIDI devices

SUPPORTED INPUT DEVICES

Standard two-button joysticks; CH Flightstick, ProPedals and Virtual Pilot Pro; Thrustmaster flight, weapons and rudder control systems; Thrustmaster F-16 Flightstick; Gravis gamepad and Phoenix joystick; Virtual I/O i-glasses; Suncom Technologies SFX gamepad; Microsoft® Sidewinder joystick; Spaceball Avenger; Logitech Wingman Extreme; Forte VFX-1 Headgear

Here is some important information that you should know before you install and start your Ghost Bear experience.

Hard Disk

The game requires 37 MB of UN-compressed free disk space. Ghost Bear will not work properly using compressed hard disk space (such as Stacker and DoubleSpace). If you have the space, there are two other install options that require even more hard disk space and allow animations and movies to run even smoother.

Memory

In order to run Ghost Bear you need over 6.9 MB of extended memory. If you have between 6.5 MB and 6.9 MB of extended memory, the game will play, but some missions will run slower. For optimal performance it is best to configure your memory so you have over 6.9 MB of extended memory. To help you free up more memory, we included a Boot Disk-making utility which you will be prompted to use from the Installer.

Other Operating Systems and Windows® 95

Ghost Bear requires MS-DOS 6.0 or later. Other operating systems (e.g., OS/2 Warp and Windows NT) are not supported. Although Ghost Bear might work just fine with them, we have not tested thoroughly with them. If you have a problem using unsupported operating systems it is best to contact the operating system company to try and work out compatibility issues. Please check Activision's on-line forums on a regular basis for future updates on Ghost Bear compatibility issues.

VESA Video Drivers

Ghost Bear requires that your system have a standard VESA video driver to run your video. Please verify that you have one loaded before launching Ghost Bear.

If the VESA driver supplied by your video card does not function properly with Ghost Bear, try using the UNIVBE VESA driver. This is available for downloading from our Activision BBS or any of our on-line locations. It might also be located on your local BBS or other on-line services.

Controllers

Ghost Bear supports a wide variety of input devices. Please consult or refer to the Cockpit Controls section in the MechWarrior 2 Installation Guide for further details.

Troubleshoo

We have compiled extensive
is an extremely valuable res
culty running this game. Th
installation by typing MW2
assistance on Ghost Bear, pl
on-line forums.

Installing

Installing U

1. Insert the Ghost Bear's I
   that your CD drive is driv
2. At the DOS prompt, type
3. At the D:\> prompt, type
4. Follow the on-screen inst

Installing U

1. Make sure the game's C
2. Close all open windows
   ("X") located in the top r
   Do this by right-clicking
3. Double-click on the "My

   (The name of this icon m
   your system.) In the win
   the Install icon. (The ico
   this icon to start the Ghos

   Note that a message wi
   game's boot disk maker
   will not work properly wi

TROUBLESHOOTING

We have compiled extensive information on compatibility issues and solutions into a README file. This is an extremely valuable resource that should be consulted first in the event you experience any difficulty running this game. The README.TXT file can be viewed when running the Installer and after installation by typing **MW2SETUP** in the Ghost Bear directory. To access the latest information and assistance on Ghost Bear, please download the Ghost Bear Update document from one of the Activision on-line forums.

INSTALLING GHOST BEAR'S LEGACY

INSTALLING UNDER DOS

1. Insert the Ghost Bear's Legacy CD into your CD-ROM drive (for these instructions, we will assume that your CD drive is drive D:).
2. At the DOS prompt, type **D:** and press **Enter**.
3. At the D:\> prompt, type **INSTALL** and press **Enter**.
4. Follow the on-screen instructions carefully.

INSTALLING UNDER WINDOWS 95

1. Make sure the game's CD is in the CD-ROM drive.
2. Close all open windows on your screen. You can close a window by clicking on the close button ("X") located in the top right-hand corner of the window. Also close programs listed on the Taskbar. Do this by right-clicking on a program's button and selecting **"Close."**
3. Double-click on the **"My Computer"** icon located on the desktop.

   (The name of this icon may have been changed by you or the person who installed Windows 95 on your system.) In the window that opens, double-click on the icon for your CD-ROM drive. Look for the Install icon. (The icon is a picture of a window labeled **Install** underneath it.) Double-click on this icon to start the Ghost Bear's Legacy Installer and follow the on-screen instructions.

   Note that a message will appear that asks if you want to make a boot disk—answer "No." The game's boot disk maker utility was designed for systems using DOS as their operating system and will not work properly with Windows 95.

4. After installation is complete, if the DOS box is still on the screen, close it by clicking on the close button ("X") located in the top right-hand corner of the DOS box window.

Here are the basic steps the Installer will follow:

A. General Notes

- To abort the installation process, press **Ctrl-X**. If you do so, make sure to delete the Ghost Bear's Legacy directory and its subdirectories, if created.
- Memory is checked before installing. You will need 6.9 MB of RAM to run Ghost Bear's Legacy. If you get the warning message that you are below the required amount, you will probably be able to install anyway. At the end of the installation process, you will be given the opportunity to create a Boot Disk to help in freeing up more memory.
- Your hard disk drive space is checked for sufficient room to install. Ghost Bear's Legacy requires a minimum of 37 MB to 157 MB of free uncompressed disk space, depending on the install option you select.
- A VESA video driver is checked for since it is required to run Ghost Bear.
- If you have any trouble with the installation, please consult the README.TXT file and the GBLINFO.TXT file.

B. Configuring Sound Devices

In order to enjoy the audio component of the game, you will need to select your sound devices for MIDI music and digital audio. The Installer will attempt to detect your sound configuration automatically and select the appropriate drivers. However, on some systems you may need to choose your sound card manually from the list provided. The Installer will then try to verify the presence of that sound card in your system. If your sound card is not shown and is 100-percent Sound Blaster-compatible, you should be able to select the "Creative Labs Sound Blaster or 100% compatible" driver to hear sound and music in the game. When you are finished selecting the proper sound devices, select **Accept Settings** and press **Enter**.

C. Viewing README

At this point in the
finished viewing this
the Ghost Bear direc
included the GBLINF
many technical and
You can access GBL
editor (e.g., EDIT) or

You can always com

D. Installing the Gam

The next step is to i
press **Enter**. If you w
device settings and p
Installation Setting
select **Accept These**

You will need to sele
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space required for the
game. The Installer wi
making sure that you
change to a different
the install option you w

NOTE: If you want to
Ghost Bear directory. A

E. Electronic Registrat

After the game is insta
Bear via our on-line re
istering your purchase

C. Viewing README File

At this point in the installation process, a README file is displayed. Press **ESC** when you have finished viewing this file. You can always come back and review it by typing **MW2SETUP** from the Ghost Bear directory. Because many users wish to hurry on to the game we have seperately included the GBLINFO.TXT file that is mentioned in the README. The GBLINFO.TXT file covers many technical and compatibility questions and solutions; we strongly suggest you review it. You can access GBLINFO.TXT from your Ghost Bear install directory by using your favorite text editor (e.g., EDIT) or word processor.

You can always come back and review it by typing **MW2SETUP** from the Ghost Bear directory.

D. Installing the Game

The next step is to install Ghost Bear files to your hard drive. Select **Begin Installation** and press **Enter**. If you wish to view or change your settings (such as the default directory, sound device settings and performance option settings) before installation, just select **View or Change Installation Settings** and press **Enter**. When you are ready for Ghost Bear files to be installed, select **Accept These Settings and Install** then press **Enter**.

You will need to select one of three install options: (1) Minimal, (2) Recommended or (3) Full-Blown. For each of these settings, there is an inherent trade-off between the amount of hard drive space required for the install and the playback rate and quality of animations and movies in the game. The Installer will explain the differences between each option. Select the option you want, making sure that you have enough hard disk space to install it. Later on, if you ever want to change to a different install option, just delete the Ghost Bear directory and re-install, selecting the install option you want.

NOTE: If you want to save your pilot careers, make a copy of MW2REG.CFG before deleting the Ghost Bear directory. After installation, copy this file back into the Ghost Bear directory.

E. Electronic Registration (North America Only)

After the game is installed, you will be presented with the option to register your copy of Ghost Bear via our on-line registration system. If you have a modem connected to your computer, registering your purchase of Ghost Bear is very easy, quick and toll-free. All you have to do is fill in

the requested information (basically your address plus a couple of other questions). Once you have finished, select **SEND** and your registration information will be sent to us via our toll-free 800 number. Of course, if you want to register later, just select **BYPASS**. Please only register once. If you successfully use the on-line registration method, there is no need to mail in the enclosed registration card.

F. Creating a Boot Disk

Next, you will be asked if you wish to make a Boot Disk. This procedure requires that you insert a disk into your **A:** drive. Please verify that you have created a backup of the contents of this disk, since this process will erase all data on it. Also, use a high-density disk. When the formatting process is complete and you have typed in a volume label for the Boot Disk, you will be asked if you want to format another; type **N** for "no" and press **Enter**.

6. When installation is complete, you will be returned to the directory in which Ghost Bear was installed. To begin your Ghost Bear experience, type **GBL** and press **Enter**.

POST-INSTALLATION NOTES

After installing Ghost Bear, it is easy to change your sound device configurations, view the README file, make a Boot Disk and register Ghost Bear electronically (if you bypassed this step while installing). All you have to do is go to the Ghost Bear directory on your hard drive, type **MW2SETUP** and press **Enter**. This will launch a program that will allow you to do all of these things.

CUSTOMER

If you have any comments,
product, please feel free to c

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  then **Other Loc**
- America Online:
- CompuServe: 7
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  (8, N, 1)

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CUSTOMER SERVICE IN THE U.S.

If you have any comments, questions or suggestions about Ghost Bear's Legacy, or any other Activision product, please feel free to contact us through any of the following services:

ONLINE

Services with Activision Forums, E-Mail and File Library Support

- Microsoft Network: From any MSN window, pull down the **Edit** menu and select **Go to** then **Other Location....** At the prompt, type **Activision** and click **OK**.
- America Online: MEDIAJAKE or use keyword "Activision" to locate the Activision forum.
- CompuServe: 76004,2122 or [GO GAMEPUB] in the Game Publishers Forum B
- Activision BBS: (310) 479-1335 Up to 14,400 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Services with E-Mail Support

- Prodigy: ACTI10B
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Internet support@activision.com or http://www.activision.com

For information on how to use our listserver, please send e-mail to **CSbulletins@listserv.activision.com** with the word "help" in the subject line. If you're already familiar with listservers, send e-mail to the same address with the word "index" in the subject line of your message for a list of files available from this service.

FAX (310) 479-7355, 24 hours a day.

MAIL Activision, Customer Support,
P.O. Box 67713, Los Angeles, CA 90067

PHONE Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 479-5644. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

CUSTOMER SERVICE IN THE U.K. & AUSTRALIA

For Technical Support:

In the U.K., please call **0990 143 525**.

In Australia, please call **(61) 2 869 0955**.

If you have any comments, questions or suggestions about Ghost Bear's Legacy, or any other Activision product, you can contact us in the UK on 0181 742 9400 between the hours of 1:00 p.m. and 5:00 p.m. (UK time) Monday through Friday, with the exception of holidays, or contact a customer service representative through the following on-line services.

The following on-line technical services are available:

Microsoft Network: From any MSN window, pull down the **Edit** menu and select **Go to** then **Other Location...** At the prompt, type **"Activision"** and click **OK**.

CompuServe: 76004,2122 or [GO GAMEPUB] in the Game Publishers Forum B

Internet: support@activision.com or http://www.activision.com

For information on how to use our listserver, please send email to **CSbulletins@listserv.activision.com** with the word "help" in the subject line. If you're already familiar with listservers, send email to the same address with the word "index" in the subject line of your message for a list of files available from this service.

For Technical and Customer Service for the rest of Europe please contact your local distributor.

The Star League, established
and economic cooperation in
and years of peace had overs
sandr Kerensky, deposed lead
Inner Sphere on an exodus to
was to one day return to the I

In 2786, Kerensky founded th
Fifteen years later, tensions a
sky's death, his son Nicholas
cluster world of Strana Mechr
war broke out among the plan

On Strana Mechty Nicholas K
Clans, based on a caste syste
man's family, he has no other

The Clans returned to and cont
vestiges of Inner Sphere life. H
caste, the leaders of Clan soci
themselves in battle. Freeborns

Now, in 3058, the Clans are i
rightful place as heads of the
cradle of the species. Although
will be able to resume their at
Kerensky's warriors, must head

Ghost Bear's Legacy
Introduction

The Star League, established in 2571, united the five powers of the Inner Sphere into a treaty of peace and economic cooperation in an attempt to end decades of strife. By the twenty-eighth century, greed and years of peace had overshadowed the hatred of war that had resulted in the League. In 2784, Aleksandr Kerensky, deposed leader of the Star League, assembled his loyal officers and departed from the Inner Sphere on an exodus to begin a new civilization. The destiny of this civilization, its Hidden Hope, was to one day return to the Inner Sphere and reform the Star League.

In 2786, Kerensky founded the five planets of the Pentagon, which would be the refugees' new home. Fifteen years later, tensions among the different peoples again turned into war. After Aleksandr Kerensky's death, his son Nicholas gathered together 800 loyal subjects, who left on another exodus to the cluster world of Strana Mechty, "Land of Dreams." Without the influence of a Kerensky, a two-decade war broke out among the planets of the Pentagon.

On Strana Mechty Nicholas Kerensky restructured his society. He divided his 800 followers into 20 Clans, based on a caste system that placed the warrior at the head of the hierarchy. This is a Clansman's family, he has no other. All allegiance is paid to one's Clan.

The Clans returned to and conquered the planets of the Pentagon, and Kerensky continued to remove all vestiges of Inner Sphere life. He established a eugenics program through which all those of the warrior caste, the leaders of Clan society, are created through genetic manipulation of the original members of themselves in battle. Freeborns, those not genetically created, are reviled.

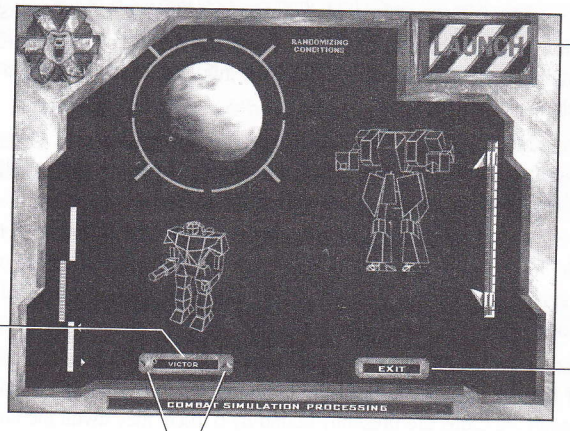
Now, in 3058, the Clans are in the midst of an invasion to retake the Inner Sphere and take back their rightful place as heads of the Star League. Each of the Clans strives to be the first to take Terra, the cradle of the species. Although the Clans are presently bound by a truce, they await the time when they will be able to resume their attack on those planets closest to Terra. Clan Ghost Bear, the mightiest of Kerensky's warriors, must head the Clans' return home.

NON-COMBAT PROTOCOL

COMBAT SIMULATOR

When you're in the Ice Clan Hall, the opening to the right leads to the Combat Simulator, where you have four choices.

Note: These missions are randomly generated by the computer. You may use the 'Mech of your choice, customizable in the 'Mech Lab.



Click on **LAUNCH** when ready to play.

Click on the 'Mech's name to enter the 'Mech Lab where you can configure your 'Mech.

Exit

Click on the up or down arrow to select different 'Mechs.

MISSION COMP

Click on **DETAILS** to get additional information about what's happening in the universe around you.

The **LOGOFF** button will take you back to where you were before you came to the computer.

The **INTELLIGENCE** section gives you a communique from Headquarters. Click on **VIEW** to play it.

NOTE: You cannot choose 'Mechs w at the Ice Clan Hall home base. Cha

SELECTING A 'M

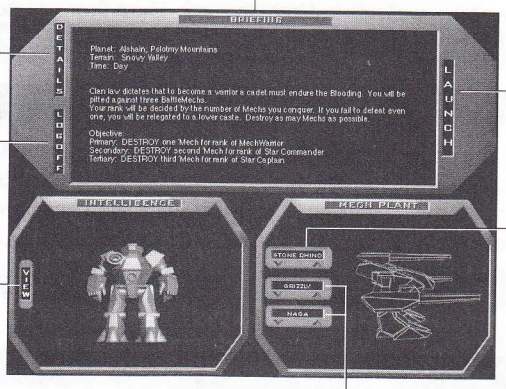
You can only change 'Mechs when you are out on missions, although you may Lab, click on the name of the 'Mech.

MISSION COMPUTER

Click on **DETAILS** to get additional information about what's happening in the universe around you.

The **BREIFING** section gives written details about your mission.

The **LAUNCH** button will get you started on your mission.



The **LOGOFF** button will take you back to where you were before you came to the computer.

The **INTELLIGENCE** section gives you a communique from Headquarters. Click on **VIEW** to play it.

STARMATES

The **'MECH PLANT** section allows you to modify your 'Mech.

NOTE: You cannot choose 'Mechs when you are out on a mission; you can only do so when you are at the Ice Clan Hall home base. Choose wisely.

SELECTING A 'MECH

You can only change 'Mechs when you are at the Ice Clan Hall home base; you cannot do so when you are out on missions, although you may configure your 'Mech before every mission. To enter the 'Mech Lab, click on the name of the 'Mech.

New Weapon Systems

In addition to all the weapons available in MechWarrior 2, Ghost Bear's Legacy provides these new weapon systems for your use.

Anti-Missile System

The anti-missile system is a rapid-fire, point-defense machine gun capable of tracking, engaging, and destroying incoming missiles. While very effective, the system's primary drawback is its high ammunition consumption. When a salvo of missiles attacks any BattleMech equipped with an anti-missile system, the system automatically engages the salvo before they can hit the protected 'Mech.

Arrow IV Missile Artillery

The Arrow IV is a stand-alone missile system designed to deliver long-range salvos. The Arrow system uses the area-saturation missile, which attacks an area rather than a specific target, inflicting massive explosive damage to any object within a 45-meter blast radius.

Flamer

The flamer is a short-range energy weapon that taps into the superheated plasma of the BattleMech's fusion reactor. The flamer causes a great deal of heat to buildup on the target but it also causes a large heat build-up in the 'Mech that is using it. Therefore, caution should be exercised when using this weapon system.

Inferno Miss

Inferno missiles are special-purpos
Inferno missiles come in guided an
systems.

Narc Missile

The Narc missile beacon is a heavil
made up of powerful homing beacon
pod broadcasts a homing signal for
sions. Once established, the signal la

Torpedoes

Torpedoes are maritime versions of m
racks may not use normal missile am

Inferno Missiles

Inferno missiles are special-purpose missiles designed to affect the heat level of enemy BattleMechs. Inferno missiles come in guided and dumb-fire modes and operate the same as SSRM-2 and SRM-2 systems.

Narc Missile Beacon

The Narc missile beacon is a heavily modified missile launcher that fires special missiles, called pods, made up of powerful homing beacons mounted behind a magnetic head. If the missile hits its target, the pod broadcasts a homing signal for any friendly missile systems equipped to receive Narc transmissions. Once established, the signal lock cannot be broken and the Narc cannot be destroyed.

Torpedoes

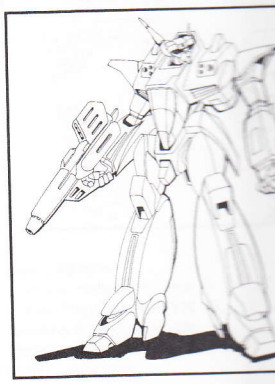
Torpedoes are maritime versions of regular short- and long-range missiles. Units equipped with torpedo racks may not use normal missile ammo, and missile racks may not use torpedo ammunition.

Weapons & Equipment

Weapon Type	Heat	Damage	Range (In Meters)	Tonnage	Critical	Ammo (Per Ton)
ER Laser (Lg)	12	10	1019	4	1	—
ER Laser (Med)	5	7	510	1	1	—
ER Laser (Sm)	2	5	255	0.5	1	—
ER PPC	15	15	746	6	2	—
Pulse Laser (Lg)	10	10	815	6	2	—
Pulse Laser (Med)	4	7	408	2	1	—
Pulse Laser (Sm)	2	3	204	1	1	—
Gauss Rifle	1	15	1820	12	6	8
LB 2-X AC	1	2	800	5	8	45
LB 5-X AC	1	5	700	7	4	20
LB 10-X AC	2	10	600	10	5	10
LB 20-X AC	6	20	450	12	9	5
Machine Gun	0	2	175	0.25	1	200
Ultra AC/2	1	2	700	5	2	45
Ultra AC/5	1	5	600	7	3	20
Ultra AC/10	3	10	500	10	4	10
Ultra AC/20	7	20	400	12	8	5
SRM-2	2	2/missile	497	0.5	1	50
SRM-4	3	2/missile	497	1	1	25
SRM-6	4	2/missile	497	1.5	1	15
Streak SRM-2	2	*	497	1	1	50
Streak SRM-4	3	*	497	2	1	25
Streak SRM-6	4	*	497	3	2	15
LRM-5	2	1/missile	1000	1	1	24
LRM-10	4	1/missile	1000	2.5	1	12
LRM-15	5	1/missile	1000	3.5	1	8
LRM-20	6	1/missile	1000	5	4	6
Narc Missile Beacon	0	NA		2	1	6
Torpedo						
Inferno SRM-2	2	2/missile	497	0.5	1	50
Inferno SSRM-2	2	*	497	1	1	50
Arrow IV System	10	20/10		12	12	5

DIAGRA
BATTLE
(PRIMARY

INCUBUS



Mass: 30 tons
Chassis: Endo Steel
Power Plant: 270 XL
Cruising Speed: 97.2 kph
Maximum Speed: 138.6 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
2 Extended Range Medium Lase
1 Large Pulse Laser
5 Machine Guns
Manufacturer: Unknown
Communications System: Unknow
Targeting and Tracking System: Un

AGE	CRITICAL	AMMO (PER TON)
	1	—
	1	—
	1	—
	2	—
	2	—
	1	—
	1	—
	6	8
	8	45
	4	20
	5	10
	9	5
	1	200
	2	45
	3	20
	4	10
	8	5
	1	50
	1	25
	1	15
	1	50
	1	25
	2	15
	1	24
	1	12
	1	8
	4	6
	1	6
	1	50
	1	50
	12	5

Diagrams of the BattleMechs (Primary Configurations)

Incubus

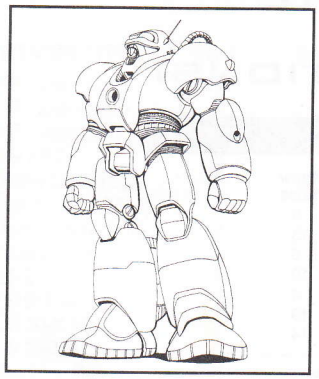
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	14

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
ER Large Laser	RA	1	4
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
ER Small Laser	LA	1	0.5
Machine Gun	H	1	0.25
Ammo (MG) 400	CT	2	2

Mass: 30 tons
Chassis: Endo Steel
Power Plant: 270 XL
Cruising Speed: 97.2 kph
Maximum Speed: 138.6 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
2 Extended Range Medium Lasers
1 Large Pulse Laser
5 Machine Guns
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Horned Owl



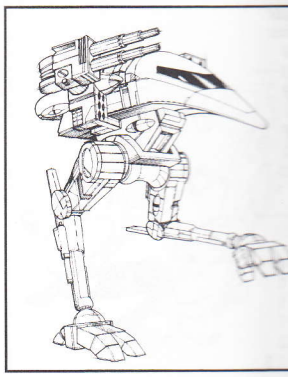
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	13
Center Torso (rear)		6
R/L Torso	8	10
R/L Torso (rear)		4
R/L Arm	6	9
R/L Leg	8	11

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Large Laser	CT	2	6
Medium Laser	LA	1	2
Medium Laser	RA	1	2
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	RT	1	0.5
Jump Jet	LT	1	0.5

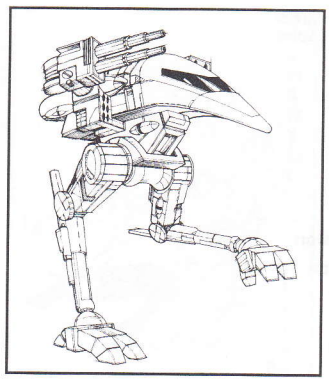
Mass: 35 tons
Chassis: Endo Steel
Power Plant: 210 Standard
Cruising Speed: 60.9 kph
Maximum Speed: 97.2 kph
Jump Jets: 6
Jump Capacity: 180 meters
Armor: Ferro-Fibrous
Armament:
1 Large Pulse Laser
2 Medium Pulse Lasers
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

I.S. Raven



Mass: 35 tons
Chassis: Hellespont Type R
Power Plant: Hermes 210 XL
Cruising Speed: 64.8 kph
Maximum Speed: 90.7 kph
Jump Jets: None
Jump Capacity: None
Armor: Hellespont Lite Ferro-Fibrous with CASE
Armament:
1 Harpoon-6 SRM Launcher
2 Ceres Arms Medium Lasers
1 Apple Churchill Guiding Light Narc Beacon
Manufacturer: Hellespont Industries
Primary Factory: Sian
Communications System: Ceres Metal Model 666 with Guardian Electronic Counter-Measures
Targeting and Tracking System: Apple Churchill 2000 with Beagle Probe and 442x Target Acquisition Gear

I.S. Raven



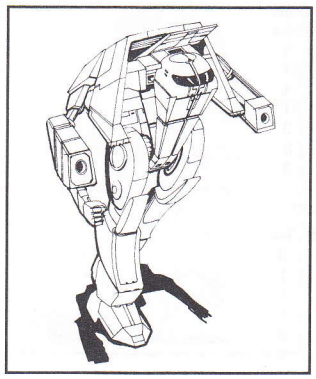
	Internal Structure	Armor Value
Head	3	6
Center Torso	11	11
Center Torso (rear)		4
R/L Torso	8	11
R/L Torso (rear)		3
R/L Arm	6	8
R/L Leg	8	8

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
SRM-6	RT	2	3
Ammo (SRM) 15	LT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
NarcBeacon	LA	2	3
Narc Pods (6)	LT	1	1

Mass: 35 tons
Chassis: Hellespont Type R
Power Plant: Hermes 210 XL
Cruising Speed: 64.8 kph
Maximum Speed: 90.7 kph
Jump Jets: None
Jump Capacity: None
Armor: Hellespont Lite Ferro-Fibrous with CASE
Armament:
1 Harpoon-6 SRM Launcher
2 Ceres Arms Medium Lasers
1 Apple Churchill Guiding Light Narc Beacon
Manufacturer: Hellespont Industries
Primary Factory: Sian
Communications System: Ceres Metals Model 666 with Guardian Electronic Counter-Measures
Targeting and Tracking System: Apple Churchill 2000 with Beagle Probe and 442x Target Acquisition Gear

PHANTOM



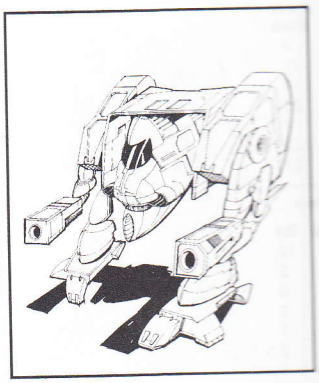
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	12
Center Torso (rear)		8
R/L Torso	10	11
R/L Torso (rear)		7
R/L Arm	6	12
R/L Leg	10	13
CASE in all appropriate locations		

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
ER Medium Laser	RA	1	1
LRM-5	LA	1	1
Ammo (LRM) 24	LA	1	1
Ammo (LRM) 48		2	2
ER Small Laser	LT	1	0.5

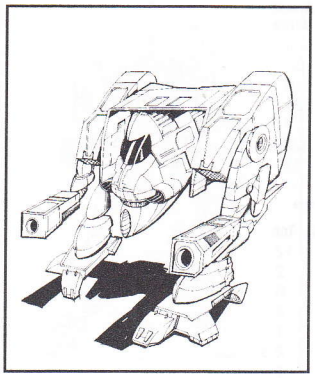
Mass: 40 tons
Chassis: Endo Steel
Power Plant: 360 XL
Cruising Speed: 97.8 kph
Maximum Speed: 138.2 kph
Jump Jets: None
Jump Capacity: None (in standard configurations)
Armor: Ferro-Fibrous
Armament: 6.5 tons pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

LINEBACKER



Mass: 65 tons
Chassis: Endo Steel
Power Plant: 400 XL
Cruising Speed: 66 kph
Maximum Speed: 99.5 kph
Jump Jets: None
Jump Capacity: None (in standard configurations)
Armor: Ferro-Fibrous
Armament: 17.5 tons pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

LINEBACKER



Mass: 65 tons
Chassis: Endo Steel
Power Plant: 400 XL
Cruising Speed: 66 kph
Maximum Speed: 99.5 kph
Jump Jets: None
Jump Capacity: None (in standard configurations)
Armor: Ferro-Fibrous
Armament: 17.5 tons pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	23
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		9
R/L Arm	10	20
R/L Leg	15	24

CASE in all appropriate locations

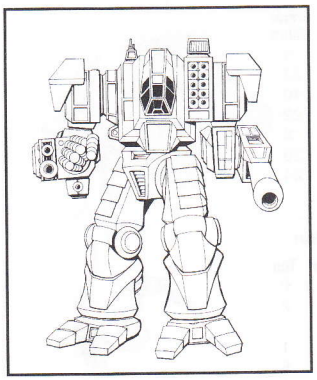
Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
ER PPC	RA	2	6
SRM-4 Streak	RT	1	2
Ammo (SRM Streak) 25	RT	1	1
ER PPC	LA	2	6
LRM-5	LT	1	1
Ammo (LRM) 24	LT	1	1
ER Small Laser	RT (R)	1	0.5

Capabilities

The Linebacker's increased speed means it carries less armament, but those weapons it does carry, along with its speed, make it a formidable foe on the battlefield. In its standard configuration, the Linebacker punishes threats from a distance. Enemies that do not succumb to its energy weapons or run away from its missile barrage are taken care of by its heavier compatriots.

GRIZZLY



Mass: 70 tons
Chassis: Endo Steel
Power Plant: 280 Standard
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: 4
Jump Capacity: 120 meters
Armor: Standard
Armament:
1 Gauss Rifle
1 LRM-10 Launcher
1 Large Pulse Laser
1 Medium Pulse Laser
1 Small Pulse Laser
Manufacturer: Unknown
Communications Systems: Unknown
Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	31
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	22
R/L Leg	15	27

Primary Weapons Configuration

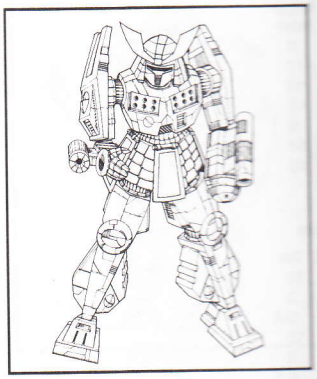
Weapons & Ammo	Location	Critical	Ton
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
Small Pulse Laser	LA	1	1
LRM-10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Capabilities

The Grizzly is used by PGC commanders for roles that other Clans would fill with Summoners and Hellbringers. The 'Mech's heavier armor and standard engine give it a much higher survival rate, which is fortunate because it is difficult to repair. The Grizzly has layers of sloped armor that tend to lodge in place when damaged, and its bulky leg actuators are apparently unique and hard to obtain.

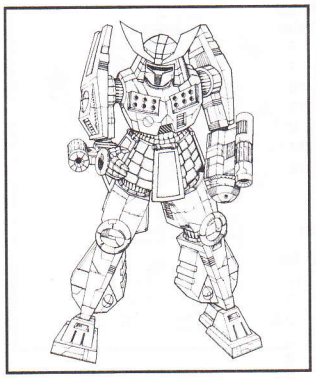
The Grizzly mounts a deadly array of weapons, featuring a massive Gauss rifle in the right arm. The 'Mech's left arm sports a trio of pulse lasers similar to, but smaller than, the array featured in Configuration D of the Executioner. The 'Mech's long-range firepower is supplemented by a ten-pack of long-range missiles in the right torso.

I.S. HATAMOTO-



Mass: 80 tons
Chassis: Earthwerks VOL Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon Ferro-Fibrous with CASE
Armament:
2 Tiegart Particle Cannon
2 Bical-6 SRM Launchers
Manufacturer: Maltex Corporation
Primary Factory: Errai
Communications System: Colmax 90
Targeting and Tracking System: Garret D2j

I.S. HATAMOTO-CHI



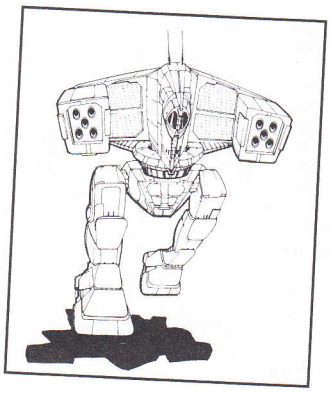
	Internal Structure	Armor Value
Head	3	9
Center Torso	25	34
Center Torso (rear)		16
R/L Torso	17	25
R/L Torso (rear)		9
R/L Arm	13	26
R/L Leg	17	34

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
PPC	LA	3	7
PPC	LA	3	7
SRM-6	RT	2	3
SRM-6	LT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	0.5
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5

Mass: 80 tons
Chassis: Earthwerks VOL Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon Ferro-Fibrous
with CASE
Armament:
2 Tiegart Particle Cannon
2 Bical-6 SRM Launchers
Manufacturer: Maltex Corporation
Primary Factory: Errai
Communications System: Colmax 90
Targeting and Tracking System: Garret D2j

NAGA



Mass: 80 tons
Chassis: Endo Steel
Power Plant: 400 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None (in standard configurations)
Armor: Standard
Armament:
2 Arrow IV Missile Artillery Systems
7.5 tons-pod space available (including Arrow ammo)
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	17
Center Torso (rear)		10
R/L Torso	17	15
R/L Torso (rear)		9
R/L Arm	13	14
R/L Leg	17	16
CASE in all appropriate locations		

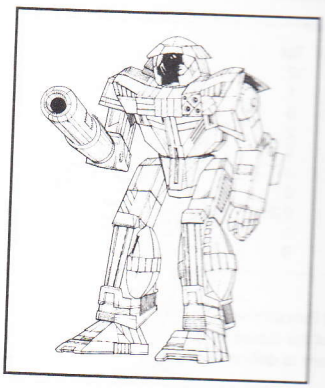
Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Arrow IV System	RA/RT	12	12
Ammo (Arrow) 15	RT	3	3
ER Small Laser	RT	1	0.5
Arrow IV System	LA/LT	12	12
Ammo (Arrow) 15	LT	3	3
ER Small Laser	LT	1	0.5
ER Small Laser	CT	1	0.5

Capabilities

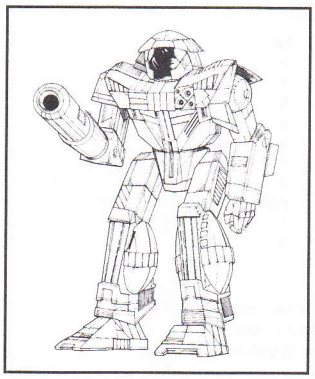
The Naga was developed to deliver a sustained barrage of artillery missiles. The OmniMech's standard configuration best fulfills this mission by carrying six tons of missiles, assuring that it will be able to support its Cluster mates through all but the longest battle. However, the standard configuration Naga is the most defenseless in a short-range battle, with only three small lasers to ward off any enemy that manages to come close.

I.S. VICTOR



Mass: 80 tons
Chassis: Alshain Class 920 Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Lexington Ltd. Lifters
Jump Capacity: 120 meters
Armor: Durallex Heavy with CASE
Armament:
1 Dragon's Fire Gauss Rifle
2 Victory Heartbeat Medium Pulse Lasers
1 Telos-4 Short-Range Missile Delivery System
Manufacturer: Independence Weaponry, HildCo Interplanetary
Primary Factory: Quentin (Independence), St. Ives (HildCo)
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

I.S. Victor



	Internal Structure	Armor Value
Head	3	9
Center Torso	25	30
Center Torso (rear)		15
R/L Torso	17	20
R/L Torso (rear)		10
R/L Arm	13	15
R/L Leg	17	20

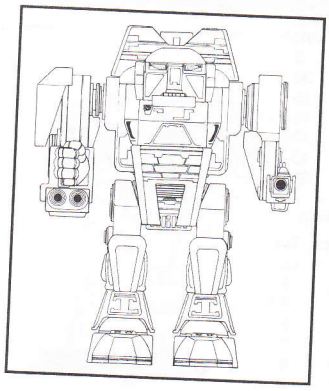
Mass: 80 tons
Chassis: Alshain Class 920 Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Lexington Ltd. Lifters
Jump Capacity: 120 meters
Armor: Durallex Heavy with CASE
Armament:
- 1 Dragon's Fire Gauss Rifle
- 2 Victory Heartbeat Medium Pulse Lasers
- 1 Telos-4 Short-Range Missile Delivery System

Manutacturer: Independence Weaponry, HildCo Interplanetary
Primary Factory: Quentin (Independence), St. Ives (HildCo)
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Gauss Rifle	RA	7	15
Ammo (Gauss) 30	RT	2	2
CASE	RT	1	0.5
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
SRM-4	LT	1	2
Ammo (SRM) 25	LT	1	1
CASE	LT	1	0.5
Jump Jets	CT	2	2
Jump Jets	RL	1	1
Jump Jets	LL	1	1

EXECUTIONER



Mass: 95 tons
Chassis: Standard
Power Plant: 400 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: 6
Jump Capacity: 120 meters
Armor: Ferro-Fibrous
Armament: 26.25 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	37
Center Torso (rear)		9
R/L Torso	20	20
R/L Torso (rear)		8
R/L Arm	16	22
R/L Leg	20	28

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Gauss Rifle	LA	6	12
Double Heat Sink	LA	2	1
CASE	LA	0	0
Ammo (Gauss) 16	LT	2	2
ER Large Laser	RA	1	4
ER Large Laser	RA	1	4
Double Heat Sink (2)	RA	4	2
Machine Gun	RT	1	0.25
Ammo (MG) 200	RT	1	1
CASE	RT	0	0

Capabilities

Most Clan MechWarriors who pilot Executioners choose the exceptional firepower of the Gauss. It combines with the pair of large lasers to deliver harsh punishment to opposing 'Mechs.

For extended missions where ammunition might become a factor, the Clans normally outfit the Executioner with three large pulse lasers in the left arm and four extended-range medium lasers in the right. The Executioner's 14 double heat sinks allow it to use this array of lasers and still keep its heat under control.

Somewhat similar in performance to the standard version is model B, which carries the huge Ultra-20 Autocannon in the left arm and an extended-range particle projection cannon in the right. A small laser and anti-missile system round out its weaponry.

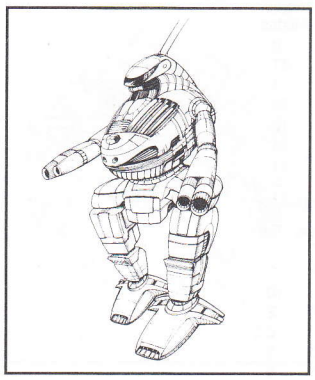
The fire-support version of the Executioner is relatively uncommon. Its most distinguishing feature is the enhanced targeting for all its weapons systems.

A highly unusual design for the Executioner has also been spotted on Pinnacle. It features a stack of two SRM-6 launchers affixed to its left arm. The right arm is a large triangular pod with a large pulse laser at the top, a row of three medium pulse lasers below it, and a row of five small pulse lasers at the bottom. This configuration has no hand, of course, and also requires the removal of the lower arm actuator.

I.S. ANNIHILATO

Mass: 100 tons
Chassis: Star League MN-01
Power Plant: Nissan 200
Cruising Speed: 22 kph
Maximum Speed: 32 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield Special-b with CASE
Armament:
4 Mydron Excel LB 10-X Autocannon
4 Magna 400P Medium Pulse Lasers
Manufacturer: Unknown
Communications System: Garret T19-G
Targeting and Tracking System: Wasat Aggressor Type 5

I.S. ANNIHILATOR



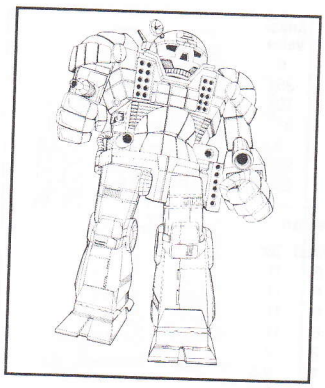
Mass: 100 tons
Chassis: Star League MN-01
Power Plant: Nissan 200
Cruising Speed: 22 kph
Maximum Speed: 32 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield Special-b with CASE
Armament:
4 Mydron Excel LB 10-X Autocannon
4 Magna 400P Medium Pulse Lasers
Manufacturer: Unknown
Communications System: Garret T19-G
Targeting and Tracking System: Wasat Aggressor Type 5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	25
Center Torso (rear)		10
R/L Torso	21	21
R/L Torso (rear)		9
R/L Arm	17	24
R/L Leg	21	24

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
LB 10-X	RA	6	11
LB 10-X	LA	6	11
LB 10-X	RT	6	11
LB 10-X	LT	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
Ammo (LB 10-X) 20	LT	2	2
CASE	LT	1	0.5
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	CT	1	2

I.S. Atlas



	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (rear)		14
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

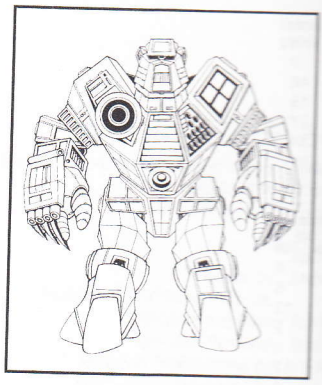
Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Gauss Rifle	RT	7	15
Ammo (Gauss) 30	RT	2	2
LRM 20	LT	5	10
Ammo (LRM) 12	LT	2	2
CASE	LT	1	0.5
ER Large Laser	LA	2	5
ER Large Laser	RA	2	5
Med. Pulse Laser	CT (R)	1	2
Med. Pulse Laser	CT (R)	1	2
Anti-Missile System	LT	1	0.5
Ammo (Anti-Missile) 12	LT	1	1
CASE	RT	1	0.5

Mass: 100 tons
Chassis: Foundation Type 10X
Power Plant: Hermes 300 XL
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Heavy with CASE
Armament:
- 1 Dragon's Fire Gauss Rifle
- 1 Shigunga Long Range Missile 20-Rack
- 2 Victory Nickel Alloy Extended-Range Large Lasers
- 2 Victory Heartbeat Medium Pulse Lasers
- 1 Yori Flyswatter Anti-Missile System

Manufacturer: Yori Mech Works, Independence Weaponry
Primary Factory: Na'ir (Yori), Quentin (Independence)
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

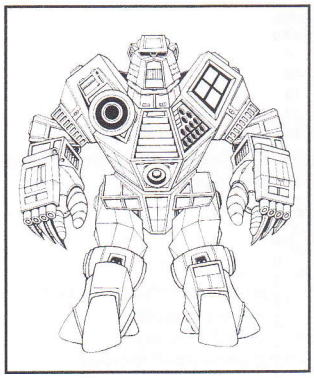
Kodiak



Mass: 100 tons
Chassis: Endo Steel
Power Plant: 400 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
- 1 Ultra-20 Autocannon
- 2 Streak SRM-6 Launchers
- 8 Extended-Range Medium Lasers
- 1 Extended-Range Large Laser

Manufacturer: Unknown
Communications Systems: Unknown
Targeting and Tracking System: Unknown

KODIAK



	Internal Structure	Armor Value
Head	3	9
Center Torso	31	40
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	32
R/L Leg	21	34

Mass: 100 tons
Chassis: Endo Steel
Power Plant: 400 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
1 Ultra-20 Autocannon
2 Streak SRM-6 Launchers
8 Extended-Range Medium Lasers
1 Extended-Range Large Laser
Manufacturer: Unknown
Communications Systems: Unknown
Targeting and Tracking System: Unknown

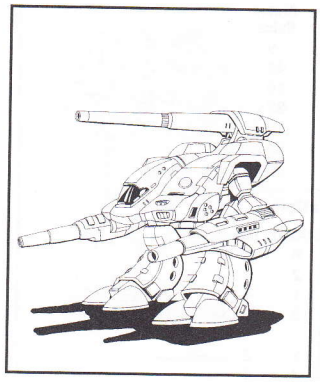
Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Ultra AC/20	RT	8	12
Ammo (Ultra AC/20) 10	RT	2	2
ER Large Laser	CT	1	4
2 Streak SRM-6s	LT	3	6
Ammo (Streak SRM-6) 30	LT	2	2
4 ER Medium Lasers	RA	4	4
4 ER Medium Lasers	LA	4	4

Capabilities

Though never observed in action, certain assumptions about the Kodiak's performance can be made based solely on its weapon load. A devastating Ultra-20 autocannon occupies the entire right side of its torso. Opposite the autocannon is a pair of Streak SRM-6 launchers. Combined, these weapons provide ample close-in firepower but lack the ammunition to fight an extended battle. Designers probably disregarded this factor since the 'Mech is intended for garrison use close to supply lines. Above each hand is a claw-like array of four extended-range medium lasers, giving the Kodiak impressive hitting power even if it runs completely out of ammunition. Supplementing these weapons is a single ER large laser mounted in the torso directly beneath the engine. Likely added as an afterthought, this weapon gives the 'Mech a single shot at long range, but generates too much heat to be used once the enemy closes in.

Stone Rhino



Mass: 100 tons
Chassis: Standard
Power Plant: 300 Standard
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: 3
Jump Capacity: 90 meters
Armor: Standard
Armament:
2 Gauss Cannon
2 Large Pulse Lasers
1 Small Pulse Laser
Manufacturer: Unknown
Communications Systems: Unknown
Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		15
R/L Torso	21	27
R/L Torso (rear)		14
R/L Arm	17	32
R/L Leg	21	36

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Large Pulse Laser	LA	2	6
Large Pulse Laser	RA	2	6
Gauss Cannon	LT	6	12
Ammo (Gauss) 16	LT	1	2
CASE	LT	0	0
Gauss Cannon	RT	6	12
Ammo (Gauss) 16	RT	1	2
CASE	RT	0	0
Small Pulse Laser	H	1	1
Jump Jet	RL	1	2
Jump Jet	LL	1	2
Jump Jet	CT	1	2

Capabilities

The Stone Rhino weighs in at a massive 100 tons, comparable to the largest 'Mechs ever manufactured. While such machines bring awesome firepower to the battlefield, ultimately, commanders cannot use them effectively because they cannot afford to lose one.

The Stone Rhino features twin Gauss cannons, a large pulse laser mounted in each arm and an almost superfluous small pulse laser. The arm-mounted weapons feature retractable shock-absorbing cowls covering the barrels which allow the pilot to use the arms as battering rams without damaging the delicate laser assemblies.

Production

Associate Producer, Ghost Bear Legacy — Jack Mam
Game Designed by — Chad Find
Original Story by — Chad Find
Jack Mam
Zack Nam
Written by — Sacha Ha
Producer, MechWarrior Add-On, NetMech and Ports — Tim Mart
Executive Producer — John Spin
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Additional Programming by — John Clark
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Tools/Drivers Licensed from — John Mille
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3-D Animation and Mission Geometry by — Sean Kinne
Ice Clan by — Scott Gaffn
Intro Movie by — Tim Haffn
Jumpship Bridge by — Alan Iglesi
2-D Art, Animations & Palettes by — Danny Ma
Additional Art by — Brian Jenn
Conceptual Art by — Dan McGl

Audio

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Sound Engineering & Design by — Bill Black
Intro Movie Sound Track Created and Mixed by — Soundelux

CREDITS

PRODUCTION

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Game Designed by — Chad Findley
Original Story by — Chad Findley
Jack Mamais
Zack Norman
Written by — Sacha Howells
Producer, MechWarrior Add-On, NetMech and Ports — Tim Morton
Executive Producer — John Spinale
Shell/Sim Programming by — Bill Ferrer
Additional Programming by — John Clarke
Scott Etherton
Tools/Drivers Licensed from — John Miles
John Lemberger

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3-D Animation and Artwork by — Jack Burton
3-D Animation and Modeling by — J.J. Franzen
3-D Animation and Mission Geometry by — Sean Kinnear
Ice Clan by — Scott Goffman
Intro Movie by — Tim Hoffman
Jumpship Bridge by — Alan Iglesias
2-D Art, Animations & Palettes by — Danny Matson
Additional Art by — Brian Jennings
Conceptual Art by — Dan McGibins

AUDIO

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Sound Engineering & Design by — Bill Black
Intro Movie Sound Track Created and Mixed by — Soundelux Media Labs
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Michael Keller
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Audio Conversions and Mastering — Teri Madsen
Voice-Over Talent — Peter Byrd
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External Beta Testers: Charles Bowlby, Bill "Axor" Brown, Paul Cabana, Alex Chan, Darren Chang, Gary Cook, Rich DeFrancesco, Sven Doersam, Brian Eichler, Carl Finley, Richard Grochowsk, Jody Johnson, Mark Kaelin, Bill Kirkman, Shaun Klomp, Mattew Lewis, Ed Milovic, Anthony Pham, Karen Rapchak, Donald Rinker, Joseph Ruffolo, James Sablatura, James Smith, Montgomery Spencer, Mike Udovic

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BattleTech Background Material by: The Adventure Architects, Brent Carter, Rob Cruz, Evan Jameson, Rodney Knox, Sam Lewis, Bryan Nystul, Michael Pellicciott, Boy Peterson, Diane Piron-Gelman, Sharon Turner-Molvhill, Christopher Hussey, Laurie Mair, Gene Marcil, Stephane Matis
Ghost Bear Logo Designed by: David R. Deitrick

Special Thanks To...

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MechWarrior 2 Expan

Place of purchase: _____

Player's age: _____ ☐ M ☐ F

About your computer: ☐ IBM Compatible

Processor: ☐ 386 ☐ 486 ☐ Pentium

Memory: ☐ 2 MB ☐ 4 MB ☐ 8 MB

Disc Drive(s): ☐ 5.25" ☐ 3.5" ☐ CD-ROM

Peripherals: ☐ Joystick ☐ Mouse

Operating System: ☐ DOS ☐ Windows

Sound Card: ☐ Sound Blaster ☐ Roland

Preferred Game Type: ☐ Action ☐ Adventur
☐ Kids Ent. ☐ Strategy ☐ Other

Video game machines in your home: ☐ Su
☐ Atari Jaguar ☐ 3DO ☐ Game Boy ☐ Ga

How many computer games do you own? _____

What magazines do you read? _____

Children in household? ☐ Yes ☐ No

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MechWarrior 2 Expansion Pack Registration

Place of purchase: _____

Player's age: _____ ☐ M ☐ F **Purchaser's age:** _____ ☐ M ☐ F

About your computer: ☐ IBM Compatible ☐ Macintosh ☐ Power Mac ☐ Other _____

Processor: ☐ 386 ☐ 486 ☐ Pentium ☐ 68030 ☐ 68040 ☐ PowerPC ☐ Other _____ **Speed:** _____ Mhz

Memory: ☐ 2 MB ☐ 4 MB ☐ 8 MB ☐ Over 8 MB **Hard Drive Size:** _____ MB

Disc Drive(s): ☐ 5.25" ☐ 3.5" ☐ CD-ROM drive **Graphics:** ☐ VGA ☐ Super VGA ☐ Mac Color ☐ Mac B/W

Peripherals: ☐ Joystick ☐ Mouse **Modem Speed:** ☐ 2400 Baud ☐ 9600 ☐ 14,400 ☐ 28,800 ☐ Other _____

Operating System: ☐ DOS ☐ Windows ☐ Windows 95 ☐ Mac ☐ Other _____

Sound Card: ☐ Sound Blaster ☐ Roland ☐ Media Vision ☐ Gravis ☐ Ensoniq ☐ Other _____

Preferred Game Type: ☐ Action ☐ Adventure ☐ Role playing ☐ Sports ☐ Simulation ☐ Education ☐ Kids Ent. ☐ Strategy ☐ Other _____

Video game machines in your home: ☐ Super Nintendo Entertainment System ☐ Sega Genesis ☐ Sega CD ☐ Atari Jaguar ☐ 3DO ☐ Game Boy ☐ Game Gear ☐ Other _____

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Player's age: _____ ☐ M ☐ F **Purchaser's age:** _____ ☐ M ☐ F

About your computer: ☐ IBM Compatible ☐ Macintosh ☐ Power Mac ☐ Other _____

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